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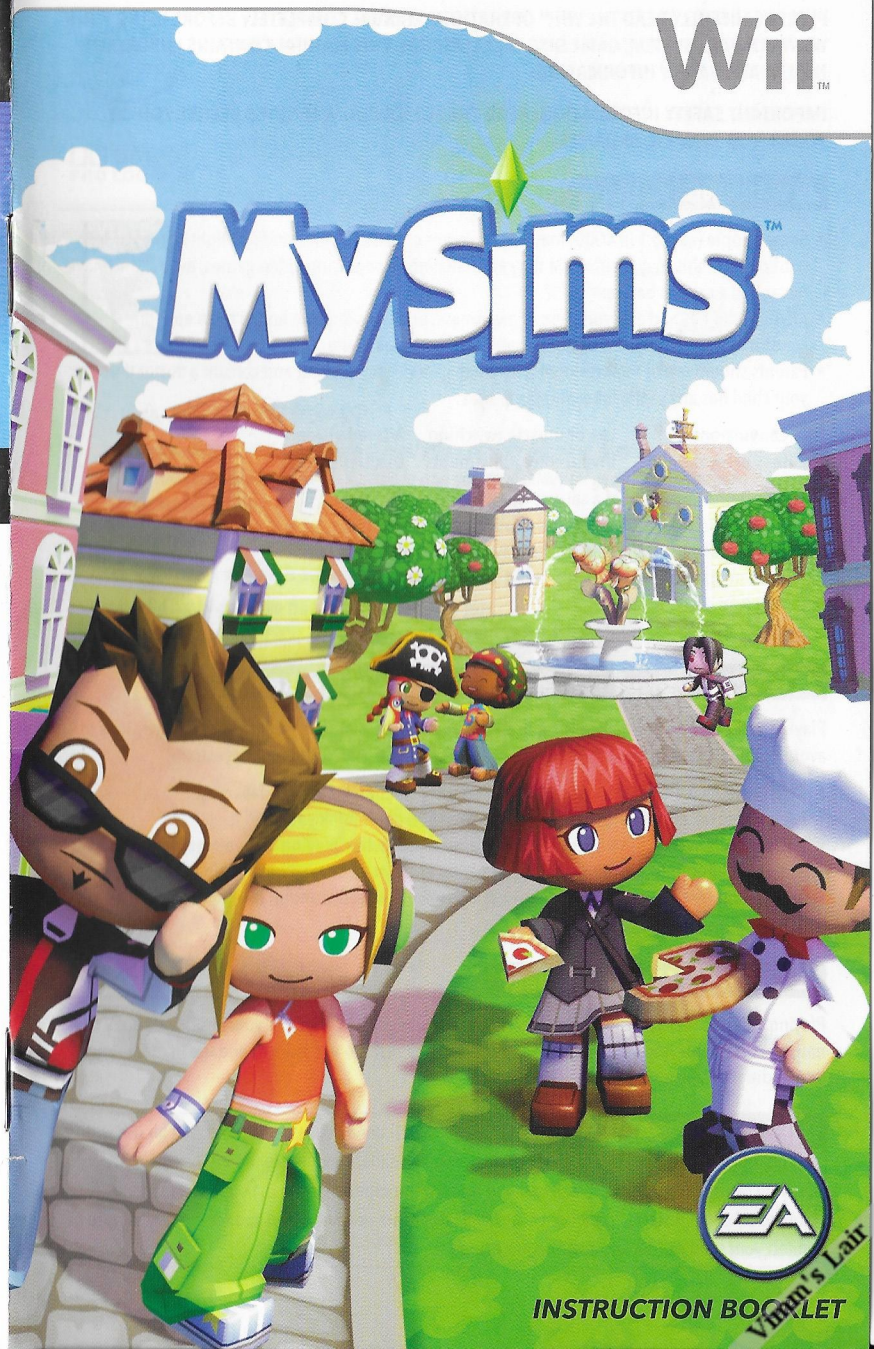

Vimm's Lair

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

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⚠ *CAUTION: WRIST STRAP USE*

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- *Make sure all players put on the wrist strap properly when it is their turn.*
- *Do not let go of the Wii Remote during game play.*
- *Dry your hands if they become moist.*
- *Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.*
- *Stay at least three feet from the television.*

Vimm's Lair

Welcome to Town!

This little hamlet used to be full of life, personality, and happy Sims, thanks to a special resident who had the power to use Essences to build all sorts of great things. But one day the famous builder mysteriously left, and the town just hasn't been the same since ...

But all of that is in the past now that you've arrived! Your special ability to use Essences for building and painting is sure to breathe new life into this place. So, customize your Sim's look, interact with residents and tourists, and build useful items for those around you using all the Essences you can gather. With hard work and a little vision, you can build this town into something exceptional! What will your new community look like? It's up to you!

Complete Controls

Revolutionary game controls provide a whole new way to play. Create buildings, design useful objects, and begin breathing new life into the community. Your inspiration and creativity are the keys to unlocking this town's hidden potential!

General Gameplay

Move Sim	Control Stick ↔↕↖↗↙↘
Move Cursor	Wii Remote
Zoom Camera	+Control Pad ⬆/⬇
Rotate Camera	+Control Pad ⬅/➡
Reset Camera	**C** Button
Select Object/Action	**A** Button
Shake Tree	**B** Button (hold)
Grab Essence	**B** Button
Pause menu	– Button
My Stuff menu	+ Button
Cycle through Interactions (when Interaction menu is showing)	**Z** Button/**B** Button
Open/Close Map	**2** Button

Build and Decorate Mode Controls

Pick up Block/Component	**A** Button
Place Block/Component	**A** Button
Rotate Block/Component	+Control Pad ⬅/➡
Change Block Size	+Control Pad ⬆/⬇
Rotate Workspace	Control Stick ⬅/➡
Zoom Camera	Control Stick ⬆/⬇
Discard Block/Component	**B** Button
Place Multiple Blocks	**B** Button (hold)
Turn off Snap	**Z** Button (hold)
Slide Blocks	**C** Button

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MySims

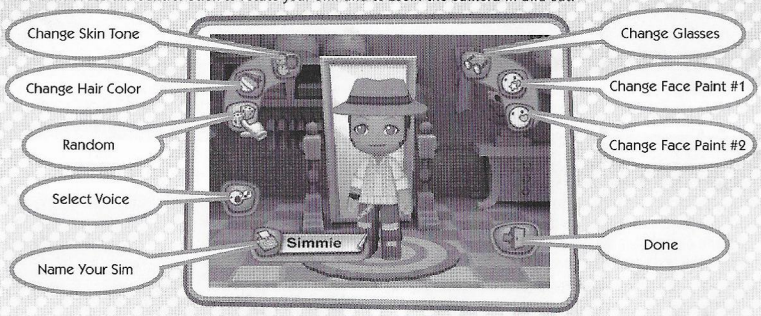
Playing the Game

Note: When you start the game for the first time, you are prompted to create a save file. If you do not create a save file at this time, you will not be able to save your game later on during gameplay.

- To begin, select NEW GAME. Choose an empty slot for your game, use the on-screen keyboard to choose a name for the town, and click the checkmark when you are done.

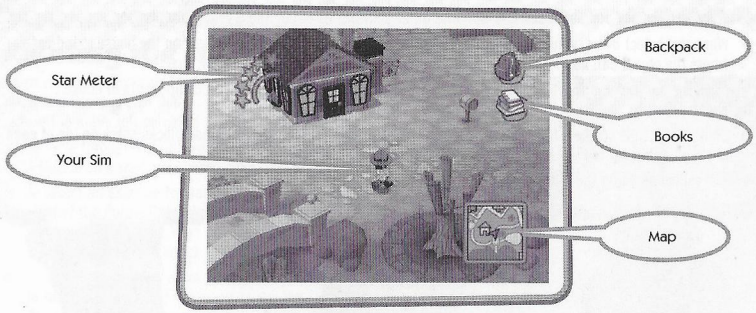
Creating Your Sim

Making a Sim is easy. Simply point at your Sim's hair, eyes, mouth, or clothes and press the **A** Button to change each one. Press the Control Stick to rotate your Sim and to zoom the camera in and out.



- You can customize your Sim's hair color and skin tone, add glasses or face paint, and even change their voice. To do so, point and click the **A** Button on the button for the feature you wish to change.
- Selecting RANDOM designs your Sim in one quick swoop. Any combination of hair, eyes, mouth, and clothes is possible—try it and see what you come up with.
- When you are happy with the Sim you have created, give them a name! Use the on-screen keyboard to type your Sim's name and then select DONE.

Game Screen



Saving and Loading

To save your game when in a house or running around outside, press the – Button on the Wii Remote and select SAVE GAME. To load a game, select LOAD GAME in the Main menu, then select the town you want to load.

Note: You cannot save during the beginning stage of the Tutorial. The game prompts you when the option to save is available.

Vimm's Lair

New Sim on the Block

You have just arrived by train to your new town, and you would like to get cracking on tasks that help get the town back on its feet and lift the townsfolk's spirits.

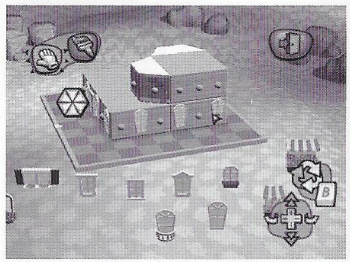
Meet the Locals

Your new town hosts an array of clever and quirky characters. From the town mayor to the mad scientist, you'll want to chat with them all and find out what they need and how you can help the community grow. Mayor Rosalyn is your first point of contact. Give Mayor Rosalyn your resident registration form and follow her as she shows you to where you will live.

Your New Home

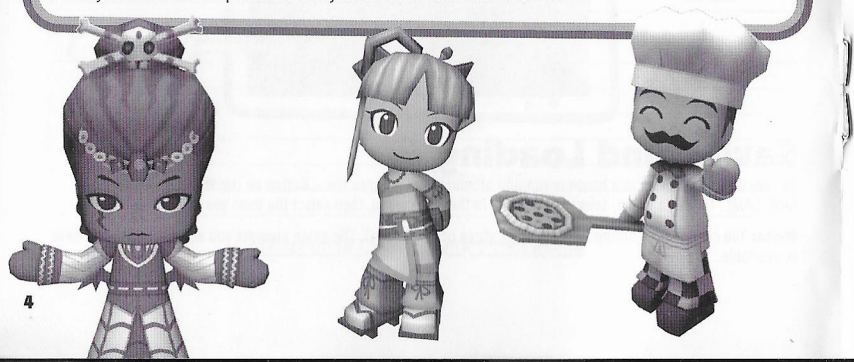
Home is where the heart is, and now you can decide how your new house should look. Use the building blocks and materials at your disposal to construct a new home just as you like.

Creating a Building

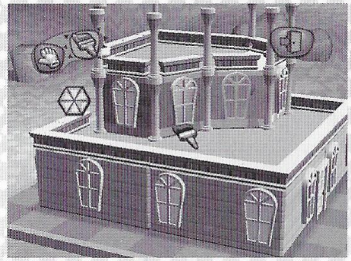


When you begin constructing your home, the available building blocks are laid out in the workspace. Press the **A** Button to pick up a large base block. While holding a block, perform the tasks below to build.

- To place the block, press the **A** Button again while the block is on the workspace grid.
- Press the **B** Button to return the current block to the selection.
- Hold the **B** Button, then press the **A** Button simultaneously to place multiple copies of a block on the workspace. Releasing the **B** Button returns the block to the selection.
- Press the ✚Control Pad ⬆/⬇ to change the size of the block or ⬅/➡ to rotate the block.
- Move the Control Stick ⬅/➡ to rotate the platform. Press ⬆/⬇ to zoom in/out.
- You can also add doors, windows, a roof, and other accessories to complete your dream home.
- When you select doors, windows, and other items from your menu, blue pips appear on the house to indicate where the object can go. Rotate and zoom with the Control Stick for a better view.
- Click the on-screen arrow buttons to cycle through different building blocks and components of house construction.
- Some items (like statues, fences, and columns) can be placed on the ground. Base blocks stack on top of each other as well—up to two stories high.
- The yellow arrow on the platform shows you where the front of the lot will be.



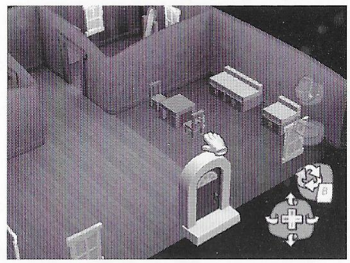
Painting the Exterior of Your Home



To customize the colors of your new home, click the Paintbrush button in the upper left corner of the screen to enter Paint mode.

- To apply paint, point the cursor at a block and press the **A** Button. Press the **A** Button repeatedly to see all the options available for that block.
- Each component of the building is painted individually. You can paint base blocks, doors, windows, roofs, and dormers.

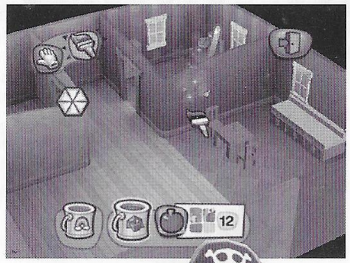
Decorating Your Home



To decorate your house with items and Essences that you've created or found, click the Decorate My House button in the lower right corner of the screen. Click the backpack to view your inventory of constructed objects and Essences, or choose the Decoratives chest to find other items you can decorate your home with. As you befriend more Sims in town, you unlock more Decoratives for your house.

- Choose your desired item by pressing the **A** Button.
- Press the ✚Control Pad ⬅/➡ to rotate the item you are placing.
- To place an item, press the **A** Button again. You can move the item around by picking it up and placing it with the **A** Button until you are satisfied.
- Rotate and zoom with the Control Stick for a better view.
- If you want to send a decorative item or a piece of furniture back to inventory, select the item with the **A** Button and press the **B** Button to return it.
- Move the hand cursor to the edges of the screen to pan the camera around.

Painting the Interior of Your Home



When you are in Decorate Mode, you can change the color of walls and floors in your house. To do so, click the Paintbrush icon in the upper left corner of the screen to enter Paint mode.

- To cycle through default walls and floors, press the **A** Button on a wall, baseboard, floor, rug, or rug border.
- To select an Essence for painting, click the button to the right of the Purple Paint Can icon and select the Essence you would like to use. You can only choose from Essences available in your backpack.
- To see the block form of an Essence, click the Cube button in the lower section of the menu to see the Essence flairs. To see an Essence's paint palette, click the Palette button.
- To apply paint, point the cursor at a wall, baseboard, floor, rug, or rug border, and press the **A** Button until you see the pattern you like.

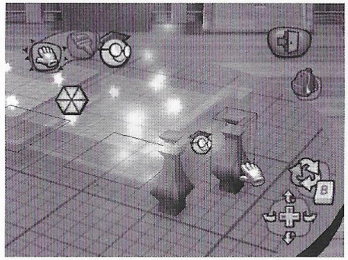
Vimm's Lair

Workshop

Construct your workshop using the available building blocks and objects. You'll also have to add the workshop hammer sign so your town's Sims know where the workshop is!

To build and customize objects:

1. Walk up to the workshop door and select WORKSHOP.
2. Once inside the Workshop menu, select CREATE NEW ITEM.
3. A selection of blueprints appears. Mayor Rosalyn has given you a few to help you get started. Collect more from the Sims who move to your town.
4. Select the blueprint you want to work on. Your workspace appears.



Upon entering your workshop, you see blocks arranged in the front part of the screen and the ghost image of the blueprint you are building on the construction dais.

- The white outline of the template is the Ghost Template and shows the parts of the object you are constructing.
- Stars indicate which parts of the object must be covered in order for Sims to successfully use it. Once all the stars are covered, the object is complete.
- Red areas indicate where you cannot place blocks.
- Use the same controls as you did to build your house to build objects.
- Some of the blocks in your selection are green. Match these to the green areas in the blueprint to complete the object as originally designed.
- Use different shapes to experiment with how the object might look. As long as you cover the stars to complete the object, you can be as creative as you wish!
- The yellow arrow on the platform tells you which direction the object will face.

There are also some special ways to align blocks in the workshop.

- Items normally snap to corners and edges in normal Build mode. To disable this and get finer control of block movement, hold down the **Z** Button while moving a block or an object.
- To slide blocks along the ground and underneath each other (instead of just stacking them) press the **C** Button. Press the **C** Button again to return to the normal, stacking mode.
- To hide the Ghost Template and build freely without the green highlights, press the **1** Button. To show the template, press the **1** Button again.

Performing Tasks

Mayor Rosalyn has the first task for you and needs your help immediately. There is no podium in the town hall! How on earth is she to deliver inspiring speeches to perk up the town and encourage the good citizens? It's time to set things right.

- To help Mayor Rosalyn, build a podium in your workshop and deliver it to her at the town hall. And here's a little hint: she's crazy about Red Apple Essences.

Essences

Essences are hidden all over the town, and can be collected in a variety of ways:

- Harvesting them from trees that you have planted and grown/tended to.
- Prospecting them from the ground with your metal detector and digging them up.
- Fishing for Essences in the rivers and lakes of your new town.
- Being social with Sims. Social interactions (Be Nice, Be Mean) produce different Essences with different types of Sims.
- Using objects you've built or that others have inside their buildings.
- Exploring the world outside. Keep an eye out for Essences left by Sims who were recently picnicking, launching rockets, or playing outdoors.
- Grab hard-to-reach Essences by pointing at them and pressing the **B** Button.

As you get to know the residents of your town, you will discover new ways to make them happy. One way is to give them objects and Essences that they like.

Painting with Essences

To add color to the things you build in your workshop, click the Paintbrush icon in the upper left of the screen.

- To select an Essence for painting, click the button to the right of the Purple Paint Can icon and select the Essence you would like to use.
- To apply paint, point the cursor at the block and press the **A** Button to cycle through the available colors and textures.
- To remove an Essence, select the bucket of paint remover and press the **A** Button on the painted block to return the Essence to your backpack.
- Each block is painted individually and costs one Essence to paint.

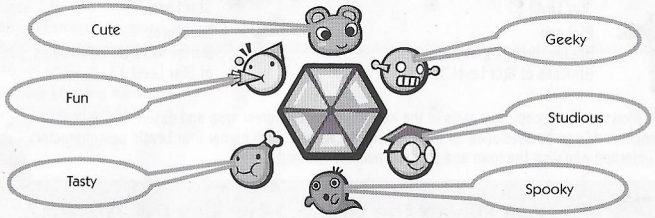
Building with Essences

You can also alter the shape of objects by building with Essence flairs, such as apples, flowers, and other things you collect around town.

- To select an Essence block, go to your Backpack while in Build mode and press the **A** Button to pick up the desired shape.
- You can place multiple copies of an Essence by holding the **B** Button, then pressing the **A** Button.

Essences and Interests

As you progress with the development of the town, you discover more and more ways to make the townspeople happy. Each task that you complete for a local can be enhanced by adding an Essence to the object. By adding an Essence, such as an apple, to an object, you add an *interest* to the particular object. The different types of interests that you would like to build up around town are:



The Interest Wheel shows you the interest make-up of your object, building, and your town itself. Click it to see more information. Certain townspeople have a preference towards specific interests.

Developing the Town

All of the Essences in your town correspond to a particular interest.

- You can influence Sims who like a particular interest by building objects for them that contain the corresponding Essences at your workshop.
- You can also decorate interiors with Essences (painting the walls and floors with Essences, placing them on tables, counters, shelves, and so on).
- To see how these changes influence an interior or an object, simply click the Interest Wheel in Workshop, Build, or Decorate mode.

You can also influence the overall town interest just by moving in certain types of Sims.

- The more Cute businesses you have in town (like Poppy's Flower Shop) the more Cute Sims will want to visit and even live in the town.
- Decorating the town's buildings with certain blocks (such as the Gargoyle or the Gnome) influences the overall flavor of your town.
- To see how your town is doing, check out the town Interest Wheel, located in the Map screen.

MyStuff Inventory

You can view the items you have in your possession, the status of your various tasks and relationships, and the blueprints that you have received by pressing the + Button on the Wii Remote. You can also click the Backpack icon to go directly to the Backpack, or click the Book icon to show your books and inventory.

Backpack
Shows inventory list.

Task Book
Shows list of current tasks.

Blueprints
Shows blueprints you have received.

Essences Book
Shows Essences you have collected.

Relationships
Shows people you have interacted with.

Star Level Tools

As you perform various tasks for the townsfolk, your Star Level increases in the Star Meter (located at the top of the screen). As the town increases its Star Level, Mayor Rosalyn authorizes you to use new tools that allow you to access new areas of the map.

Crowbar
Breaks boarded-off areas. (Unlocks at Star Level 1.)

Pickaxe
Breaks through giant boulders. (Unlocks at Star Level 3.)

Saw
Cuts through giant logs. (Unlocks at Star Level 2.)

Blowtorch
Bursts locks on metal doors. (Unlocks at Star Level 4.)

Each tool allows you to access new parts of the world such as the forest area and desert, which contain new Essences, and can be developed for town expansion. As you reach higher Star Levels new characters are also unlocked who visit the town and possibly become residents.

You Played the Game. Now Play the Music.
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Hints and Tips

- Press the **A** Button while wanding over the sides of roofs or fronts of dormers to change their siding or pane textures independently from the shingles.
- Looking for unusual hair or a wild new outfit? Be sure to move in Shirley, Dolly, and Ms. Nicole so you can unlock their blueprints. Mohawks are just the beginning once you've got a salon chair, changing booth, and costume chest at your disposal.
- Looking for inspiring new blueprints? Be nice and give things to the residents to see what kinds of objects they give you once they know you are a good friend!
- Don't worry if you cut down all the trees of a certain type. If you leave a spot in its native garden open, the missing trees eventually grow back.

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